

MONSTER® GO-DJ



Monster® GO-DJ™ User Guide

Version 1.60
Firmware 10817

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INTRODUCTION

About the User Manual

This user manual is organized as follows:

Chapters	Section Title	Description
1 through 4	Basic Instructions	Introduction, including a guide for first-time use
5 through 11	Advanced Instructions	Detailed operation manual
12 through 13	Supplemental Information	Firmware and troubleshooting

For your convenience, a digital copy of the Monster® GO-DJ™ User Manual is included in the firmware. You can find a copy in the Monster® GO-DJ™ by searching the “GO-DJ Manual” directory.

You can also download the latest version of the Monster® GO-DJ™ User Manual from the official website.

The official website of the Monster® GO-DJ™ is as follows www.monsterGODJ.com

FIRMWARE UPDATES

Latest Features in Firmware Version r10817

File Browser Screen

Update	Description
Playlist available	Create, edit and play custom playlists.
History available	The Monster® GO-DJ™ also keeps a detailed play history of the tracks.
Reset menu option available	Reset the menu on files, directories and other storage drives.
Visual markers for play repetition available	Visual dots are used to mark files that indicate play repetition history.

Digital Turntable Screen

Update	Description
Tempo Slider updated	Touch and hold the tempo slider on the Digital Turntable screen while rotating the FUNCTION knob to fine-tune tempo (BPM) changes.
Beat Radar updated	The Beat Radar motion is extended.

Equalizer Screen

Update	Description
Gain Slider available	Gain control is available via the Gain Slider in the Equalizer Screen.

Musical Pad Screen

Update	Description
Touchscreen Keyboard Synthesizer available	Touchscreen keyboard synthesizer with customizable sound banks is available.
Sample assignment updated	Extended functions for sample assignments are

	available.
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Beat Sequencer Screen

Update	Description
Beat position following available	The beat sequencer follows the beat position of the track.

OVERVIEW

Technical Specifications

General	
Display	Dual Touch Screen 320 x 240 resolution color display (x 2)
Battery	Internal Li-Polymer Battery
Energy Saver	Supports SLEEP mode
Compatibility	iOS devices, Android devices, PC, Mac
Dimensions	
Weight	10.09 ounces (286 grams)
Length	9.84 inches (250 mm)
Width	2.59 inches (66 mm)
Height	0.6 inches (16.8 mm)

Hardware Specifications	
Sound Card	Integrated (Built In)
Battery (Internal Li-Polymer Battery)	Charging Time: 8 hours Battery Life Max: 12 hours
Input Terminals	MIC x 1 (1/8 inch) HEADPHONE x 1 (1/8 inch) AUXILIARY LINE IN x 1 (1/8 inch)
Output Terminals	MASTER LINE OUT x 1 (1/8 inch)
Sound I/O	3.5mm Stereo Jack x 4 (Line-out, Headphones, Line-in, Microphone) Line-out : 1.0 Vrms Headphones : 1.0 Vrms THD : 0.015% (L-OUT, 1KHz), 0.009% (H.P. OUT, 1KHz) S/N Ratio : 100dB (L-OUT), 100dB (H.P. OUT)
Storage	Internal Flash Memory (2GB for user space, 1GB for recording space) SD Card Slot x 1 (up to 32GB)
Software Specifications	
File Manager	General directory based file system (support up to 10,000 files) Sort by File Name

	Sort by Track Name Sort by BPM Alphabetical Search
Supported File Format	MP3, WAV for playback WAV for recording
Player	Two individual players with CUE, PLAY/PAUSE, LOOP and TEMPO control 4 Hot CUE memory 9-range Loop Control (1/32 to 32-beat) Tempo (BPM) Control: (-10.00% ~ +10.00%) with/without master pitch Automatic synchronization (BPM adjustment and beat matching)
Recorder	Records Line-out sound to the internal memory in WAV format Recording Time: 2 hours maximum Records up to 100 files (up to 2 hours) Make hardcopies to SD card
Turntable/Platter Operation	Scratch Pitch Bend Loop Range Adjustment Cue Point Search
Volume Control	Master Volume Track Volume Crossfader
Sound Effects	Phaser Flanger Delay Filter Roll Bitcrusher
3-Band Visual Equalizer	Low, Middle, High
Music Pad	One Shot Sample Pad x 8 Loop Sample Pad x 8

	Drone Sample Pad x 8 Stock samples included Upload custom samples
4-Beat Step Sequencer	Editable preset pattern x 4 User pattern storage x 4 18 instrument sources BPM controller Stock samples included Upload custom samples
AUTO DJ	Normal Mix Mode Club Mix Mode House Mix Mode
Options	Crossfader curve control Backlight brightness control Beat LED switch

WHAT'S IN THE BOX

The Monster® GO-DJ™ Device



Monster® GO-DJ™: Accessories

- **USB Connector Cable**



Use your USB Cable Connector to charge your Monster® GO-DJ™ with the Monster® GO-DJ™ Power Adapter. You can also use your Monster® GO-DJ™ Connector Cable to connect your Monster® GO-DJ™ to your computer (PC or Apple) to both charge and transfer data.

- **Monster® GO-DJ™ Power Adapter**

Use with your Monster® GO-DJ™ Connector Cable to charge your Monster® GO-DJ™. For international use, we have included a variety of international plug adapters.



OVERVIEW

Front of the Monster® GO-DJ™



- a. Touch panel for Volume-A
- b. Touch panel for Volume-B

Right Side of the Monster® GO-DJ™



- c. SD Card Slot
- d. Power Button

Upper Side of the Monster® GO-DJ™



- e. USB Connector (MINI-B USB)
- f. LINE OUT
- g. LINE IN

Back of the Monster® GO-DJ™



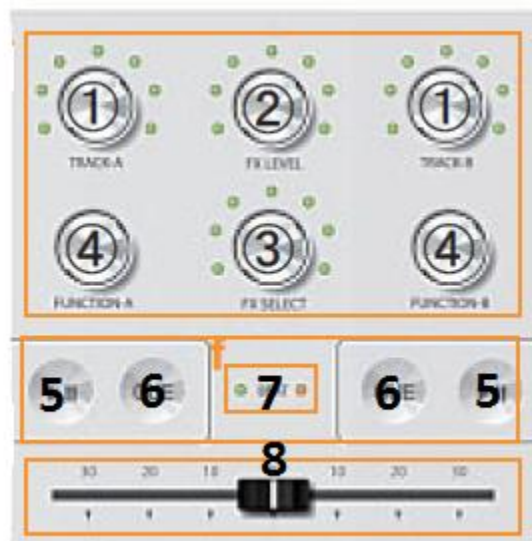
- h. Reset Button

Lower Side of the Monster® GO-DJ™



- i. Microphone Jack
- j. Headphone (Monitor) Output Jack

BUTTONS



Note: The round analog knobs can be operated by four methods: click, rotate, press and rotate, or long press. The Secondary Function is triggered when an analog button or knob is pressed down. You can turn the knobs while simultaneously pressing down.

The top row of buttons are arranged to replicate the layout of the turntables on the device.

Button 1 Volume-A button far left

Button 2 FX Level the middle of the row.

Button 3 Volume-B button far right

Please be aware that these are multi-function and multi-layered buttons. Otherwise known as 'soft keys'. They have different functions depending on how they are handled and there are four ways to adjust the function of these knobs.

- Turning the knob
- Click the knob by pressing down
- Click and turn by pressing and holding down and turning the knob.
- Long Press

#	Button	Primary Function	Secondary Function
1	TRACK-A	Turn the button in order to toggle the volume of Volume-A. The	Send Track-A to Headphones:

		track level is indicated by the LED meter.	<p>Click to route the audio from Track-A to the headphones. Click again to choose to send the audio to either the left side, the right side or both sides of the headphones.</p> <p>Microphone Volume Control: Press, hold and turn the button while turning to toggle the microphone volume.</p>
1	TRACK-B	Turn the button in order to toggle the volume of Volume-B. The track level is indicated by the LED meter.	<p>Send Track-B to Headphone: Click to route the audio from Track-B to the headphones. Click again to choose to send the audio to either the left side, the right side or both sides of the headphones.</p> <p>Headphone Volume: Press, hold and turn the button to toggle the headphone volume. The level is indicated by the LED meter.</p>
2	FX LEVEL	Turn the FX LEVEL knob to change the level of the selected (or grouped) FX function(s).	<p>Note: Some FX functions have secondary functions. Please refer to the “EFFECTS” section of the manual.</p> <p>Master Volume: When the FX SELECT button is placed on the last option (ALL FX OFF), turn the FX LEVEL button to toggle the master volume.</p> <p>Dynamic FX Routing: When the FX SELECT</p>

			button is placed on the last option (ALL FX OFF), press, hold and turn the FX LEVEL knob to choose what channel to route the selected FX function(s) to (VOLUME-A, VOLUME-B, or both tracks).
3	FX SELECT	Turn and click to select one or more effects (FX).	
4	FUNCTION-A	Use clicks and turns to control different analog functions on each screen for Volume-A.	
4	FUNCTION-B	Use clicks and turns to control different analog functions on each screen for Volume-B.	
5	PLAY/PAUSE	Press to play or pause the track loaded to the Digital Turntable on Volume-A.	
5	PLAY/PAUSE	Press to play or pause the track loaded to the Digital Turntable on Volume-A.	
6	CUE	Press to set a cue point on Volume-A.	Press and hold to begin playing Volume-A from the cue point. Releasing the CUE button will stop playback and return VOLUME-A to the cue point, unless PLAY is pressed.
6	CUE	Press to set a cue point on Volume-B.	Press and hold to begin playing Volume-A from the cue point. Releasing the CUE button will stop playback and return VOLUME-B to the cue point, unless PLAY is pressed.

7	CROSSFADE R	Slide back and forth to adjust the balance between Volume-A and Volume-B.	None
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Beat LED

Two Beat LED lights, located right above the crossfader, indicate the internal status of the GO-DJ. The following tables describe what the Beat LED lights indicate:

In the Power OFF State

Beat LED Light Status	Description
Turned Off	Not charging
Blinking Red	Charging (Battery level < 90%)
Blinking Green	Charging (Battery level > 90%)
Blinking Purple	Analyzing Files
Blinking Orange	Converting Files

In the Power ON State

Beat LED Light Status	Description
Turned Off	Track paused
Blinking Blue	Track playing
Blinking Red	Trying to synchronize
Blinking Green	Track synchronized
Steady Purple	Analyzing files

In the Standby State






Beat LED Light Status	Description
Blinking Light Blue	Track paused
Blinking Blue	Track playing
Blinking Red	Trying to synchronize
Blinking Green	Track synchronized
Steady Purple	Analyzing Files










INFORMATION BAR

Information Bar

An information bar is located at the top of both screens. It displays current information including track names, track progress bar, track time information and icon messages.

- **Track Progress Bar:** The Progress Bar displays the playback position of the loaded track. By tapping and dragging the tip of the progress bar, you can jump to a desired playback position. This is also referred to as a “needle drop.” Note: The progress bar can be tapped and dragged in the Digital Turntable screen.
- **Time Information:** The Time Information window displays the time information of the loaded track. By tapping the Time Information window, you can toggle between Time Left and Elapsed Time.
- **Icon Messages:**
The following table is the key to the graphic icons in the Monster® GO-DJ™:

Icon	Function	Definition
	Battery Level	Displays the current power level of the internal battery.
	Digital Turntable Shortcut	Tap to automatically go to the Digital Turntable screen.
	Headphone Monitor Toggle	Displays that the current track on the respective channel is cued and playing on both sides of the headphones.
	Headphone Monitor Toggle	Displays that the current track on the respective channel is cued and playing on the Left side of the headphones.
	Headphone Monitor Toggle	Displays that the current track on the respective channel is cued and playing on the Right side of the

		headphones.
	Headphone Monitor Toggle	No output to the headphones.
	Headphone Monitor Toggle	Audio from the LINE-OUT jack (master mix) is output to the headphones.
	FX Function (PH)	Displays that the FX SELECT has been set to Flanger.
	FX Function (FL)	Displays that the FX SELECT has been set to Flanger.
	FX Function (DL)	Displays that the FX SELECT has been set to Delay.
	FX Function (VCF)	Displays that the FX SELECT has been set to Filter.
	FX Function (RL)	Displays that the FX SELECT has been set to Roll.
	FX Function (BC)	Displays that the FX SELECT has been set to Bit Crusher.
	FX Function (OFF)	Toggle to turn off all FX.

GETTING STARTED

How to Turn On

To turn on the Monster® GO-DJ™, press and hold the power button for one (1) to two (2) seconds. The power button is located at the right side of the Monster® GO-DJ™. If the battery power is too low for the Monster® GO-DJ™ to power on, you will see a message that states “Low Battery.”

Power States

The GO-DJ has three power states: ON, OFF, and Stand-by. These are switched with the power button.



Please note: In the Standby state, the displays turns off and the operations with a touch panel, buttons and knobs are all invalid. However, music playback does not stop, and the crossfader operation is still valid.

How to Charge

When the Monster® GO-DJ™ battery power level is low, you can charge the battery power by either of these two methods:

- 1) Charge by connecting to the Monster® GO-DJ™ Power Adapter.
- 2) Charge by connecting the Monster® GO-DJ™ Connector Cable to a USB power source, such as a computer.



Screen Modes

GO-DJ has two different screen modes. Minimum and Advanced. In minimum mode there are 3 screens of functionality. In Advanced mode there are six screens of functionality

How to switch GO-DJ defaults to Advanced Mode. To switch to Minimum Mode go to Options Screen select system and toggle to Minimum Mode. The system will then reboot.

Available On Screen Information

Minimum Mode

In Minimum Mode The Monster® GO-DJ™ has three (3) screens

- Combination of minimum Digital Turntable and minimum File Browser Screen
- Volume Control Screen
- Options Screen




Available On Screen Information Advanced Mode

The Monster® GO-DJ™ has six (6) screens in Advanced Mode:

- File Browser Screen
- Digital Turntable
- Equalizer
- Musical Pad
- Beat Sequencer
- Options



Helpful Hint

To quickly return to the Digital Turntable, you can tap the Digital Turntable icon (), which is located on the upper left hand corner of the screens.

GETTING CONNECTED

How to Connect to a Sound System



Connect your Monster® GO-DJ™ to a sound system with speakers by connecting the appropriate cable to the LINE OUT jack of your Monster® GO-DJ™.

Connect headphones or earbuds to the PHONES jack.

For a simple sound check, you can connect your headphones or earbuds to the LINE OUT jack and test to see if the sound is outputting properly.

You can also keep your headphones or earbuds connected to the LINE OUT jack to monitor the Master Out.

Volume Control



Control the sound levels by using the VOLUME-A button, FX LEVEL button and the VOLUME-B button.

Master Volume

Minimum Mode

In Minimum Mode, you can change the level of the Master Volume by swiping to the Minimum Mode control screen (located to the right of the Minimum Mode Digital Turntable Screen) and changing the Master Volume level.

Master Volume

Advanced Mode

Here's how to adjust volume In the Advanced Mode.

1. Rotate the FX Select button to the last placement, which is also the ALL FX OFF position.
2. Use the FX LEVEL button to change the Master Volume level, which is signified by the LED lights that surround the FX LEVEL button.

Volume-A Volume

To change the volume level of Volume-A, rotate the VOLUME-A button. The level is indicated by the LED lights that surround the VOLUME-A button.

Volume-B Volume

To change the volume level of Volume-B, rotate the VOLUME-B button. The level is indicated by the LED lights that surround the VOLUME-B button.

Headphone Volume

To change the Headphone Volume, press down, hold and rotate the VOLUME-B button. The level is indicated by the LED lights that surround the VOLUME-B button (while the button is pressed down).

To choose which track is monitored in the headphones, click the VOLUME-A button to listen to VOLUME-A; click the VOLUME-B button to listen to VOLUME-B. (Headphones must be in the phones in

Clicking on the VOLUME-A and VOLUME-B buttons will send you through different headphone monitor modes (i.e., send sound to right channel, send sound to left channel, send sound to both right and left channels, do not send sound to any channels).

Please note that the headphone volume level is applied to both tracks at the same time.

Microphone Volume

To change the level of the Microphone Volume, press down, hold and rotate the VOLUME-A button. The level is signified by the LED lights that surround the VOLUME-A button (while the button is pressed down).

Please note that the microphone volume level is applied to both tracks at the same time.

Musical Pad Volume

While on the Music Pad screen, rotate the corresponding button (FUNCTION A button for Music Pad on left screen; FUNCTION B button for Music Pad on right screen).

Summary of Volume Control Functions

The operation and function control of various volumes are summarized in the following table. Please refer to the section on External Inputs for detailed information regarding the microphone (MIC) volume and line-in (LINE-IN) volume.

Volume Type	How to Operate	Volume-Affected	Applied To
Master Volume	1. Rotate FX SELECT knob to final position (rightmost).	Track-A and Track-B (combined)	Output to LINE OUT

	2. Change volume by rotating FX LEVEL knob.		
Headphone Volume	Press, hold and rotate VOLUME-B knob	Track-A and Track-B (combined)	Output to PHONES
Microphone Volume	Press, hold and rotate VOLUME-A knob	MIC Track-A and Track-B (combined)	Input from MIC
Line-in Volume	1. Navigate to Options Screen. 2. Use slider control for "Line In Amp Volume."	Track-A and Track-B (combined)	Input from LINE-IN
Track Volumes (Track-A and Track-B)	Rotate the TRACK-A knob to control the volume of TRACK-A. Rotate the TRACK-B knob to control the volume of TRACK-B.	Track-A and Track-B (individually)	Output of the Digital Turntable(s) to LINE OUT Optional: In the Options Screen, when the "Send Main Sound to HP" option is ON, the output to PHONES is affected.
Musical Pads Volumes	1. Navigate to Musical Pads Screen. 2. Rotate the FUNCTION-A knob to control the volume of the Musical Pads on TRACK-A. Rotate the FUNCTION-B knob to control the	Track-A and Track-B (individually)	Output of the Musical Pads samplers (i.e., Musical Pads, Digital Keyboard Synthesizer, Beat Sequencer) to LINEN OUT Optional: In the Options Screen, when the "Send Main Sound to HP" option is ON, the

	volume of the Musical Pads on TRACK-B.		output to PHONES is affected.
Beat Sequencer Volume	<ol style="list-style-type: none"> 1. Navigate to the Beat Sequencer Screen. 2. Use the slider control (located on the right side of the Beat Sequencer) to control the volume of the Beat Sequencer. 	Track-A and Track-B (individually)	<p>Output of the Beat Sequencer to LINE OUT</p> <p>Optional: In the Options Screen, when the “Send Main Sound to HP” option is ON, the output to PHONES is affected.</p>

HOW TO PREPARE MUSIC

How to Load Files

There are three (3) ways to load music into your Monster® GO-DJ™:

- 1) Computer and Connector Cable
- 2) SD Card Drive
- 3) Monster Intelligent Stream Technology.

How to Connect to a Computer with the Connector Cable

Connect the Monster® GO-DJ™ with a PC or Mac using the Connector Cable. Connect the USB jack to the computer and the Mini-USB jack into the top of the Monster® GO-DJ™.

Once connected, go to the “Options” screen on your Monster® GO-DJ™, select the “System” tab, and turn ON the “USB Storage Mode.”

Once the “USB Storage Mode” connection has been established, your computer will recognize four (4) external drives:

- **GO-DJ Drive:**
The “GO-DJ Drive” directory is located in the internal memory, where you can store your music and audio samples.
- **GO-DJ Recorded:**
The “GO-DJ Recorded” directory is located in the Monster® GO-DJ™ internal memory, where you can store your recorded on the GO-DJ.
- **GO-DJ Manual:**
The “GO-DJ Manual” directory is located in the Monster® GO-DJ™ internal memory, where the official Monster® GO-DJ™ manual(s) are conveniently stored for your reference.
- **SD Card:**
Your computer will recognize the volume label of the SD card that is inserted into the Monster® GO-DJ™ SD card drive, where you can store your music and audio samples.

Once you have finished transferring your files, you can end the connection by tapping on the “Cancel” button. This will disconnect the Monster® GO-DJ™ from your computer.

Note: It is recommended to properly eject the Monster® GO-DJ™ drive from your computer first before turning off the connection on your Monster® GO-DJ™.

How to Use the SD Card Drive

You can store your music and audio files on an SD memory card. To use your SD memory card with your Monster® GO-DJ™, insert the SD memory card into the Monster® GO-DJ™ SD card slot, which is located on the right side of the Monster® GO-DJ™. You can preload the SD memory card with audio files, such as your music and sample files, for playback with the Monster® GO-DJ™.

Compatible File Types

The Monster® GO-DJ™ can recognize and playback two (2) digital file formats: MP3 (44.1 kHz stereo, up to 320 kbps) and WAV (44.1 kHz, 16-bit, stereo). The Monster® GO-DJ™ does not recognize file names that start with a period/dot (.).

Intelligent Stream Technology

The Monster® GO-DJ™ is compatible with third-party audio devices that can be connected with analog audio cables via the LINE IN jack.

Compatible third-party audio devices include, but are not limited to, the following: iOS devices (e.g., iPod, iPhone, iPad), Mac OS devices (e.g., Macbook Pro), Android devices (e.g., Android smartphones, Android tablets), PC, musical instruments, digital multimedia players, etc.

Once you connect the third-party audio device with the Monster® GO-DJ™ via the LINE IN jack, swipe to the File Browser Screen. In the main directory, also known as parent, choose the LINE IN option. You can choose the LINE IN input by either double-tapping on the touchscreen or using the corresponding FUNCTION knob.

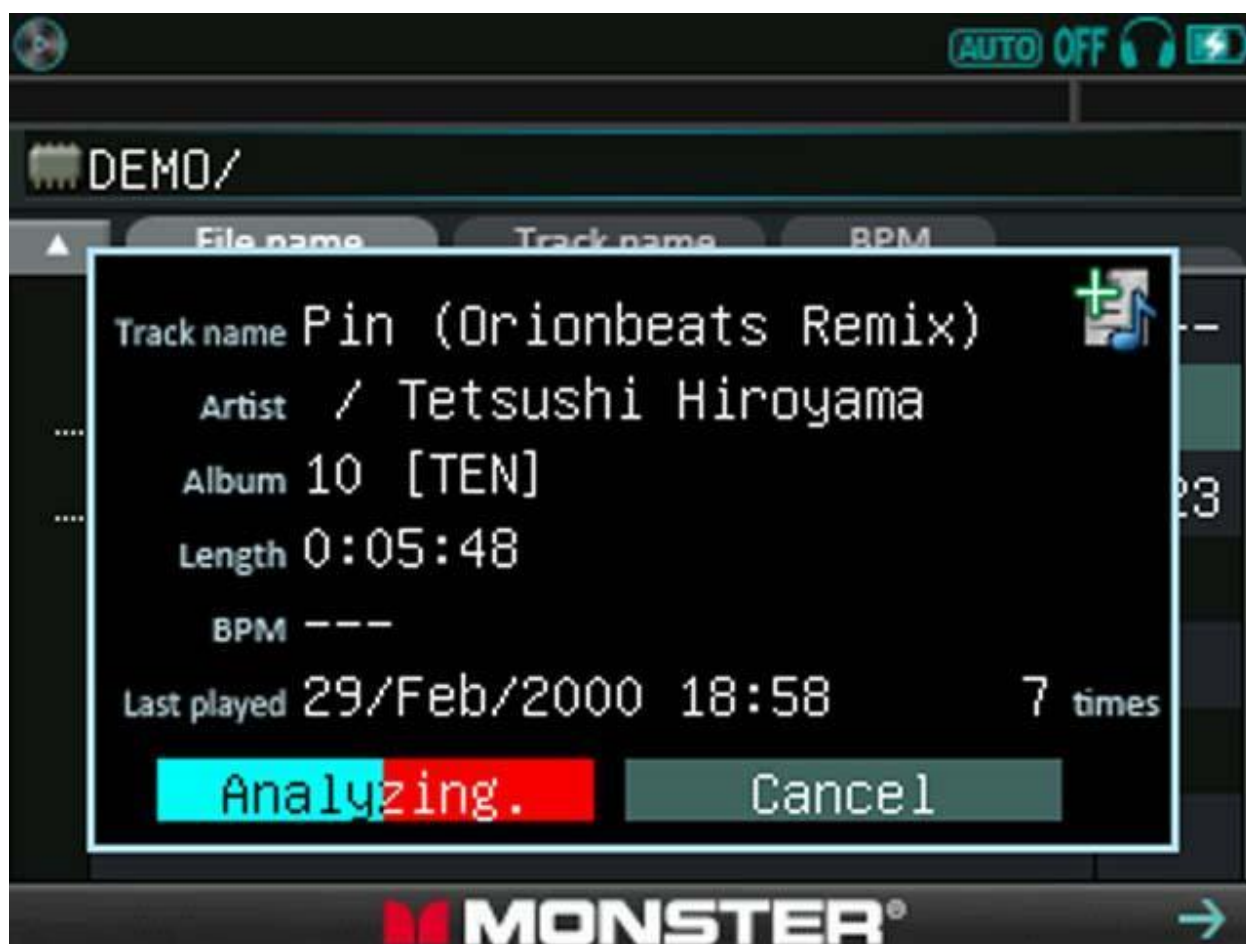
Once the LINE IN device is properly loaded, the streaming audio will be loaded on the corresponding Digital Turntable.

Press PLAY to begin playback.

Once you are playing the streaming audio, you can use the Digital Turntable functions (i.e., Scratch, Loop), Tri-Band Equalizer functions, Musical Pad functions and Beat Sequencer functions.

Automatic File Analysis

When the Monster® GO-DJ™ recognizes new files, the Monster® GO-DJ™ will start analyzing the files automatically. During the analysis of the file(s), you may experience some slowing down in the processing, but you can still play back music and audio files that have already been analyzed. The Beat LED light will turn purple to signify that the Monster® GO-DJ™ is in the process of analyzing the new file(s). When the purple Beat LED light turns off, the file(s) have been analyzed completely.



Automatic File Conversion

The Monster® GO-DJ™ has dedicated folders in the internal memory drive for the Musical Pad Samplers screen. The Musical Pad Samplers screen includes three digital sampler devices: the Musical Pad Sampler, the Digital Keyboard Synthesizer and the Beat Sequencer.

When you place your sample files in the corresponding folder, the uploaded file will be assigned to the corresponding Musical Pad Sampler device.

Please note that the sample file should be a WAV file format (8 - 48 kHz, 8 - 24 bit). The uploaded sample file will then be converted into a uniform WAV format (44.1 kHz, 16 bit). When file conversion is necessary, the Monster® GO-DJ™ might take some time to boot. In order to cancel or postpone the file conversion, press down on the FUNCTION knob.

FILE BROWSER SCREEN




How to Search Files



The File Browser Screen is where you can select the sound source, such as a music file or Intelligent Stream Technology, and load it to the Digital Turntable.

Storage and Sound Input Selection



The main, also known as parent, directory of the File Browser Screen is used for Memory Storage Selection and Sound Input Selection.

Memory Storage Selection

	<p>The “SD Drive” directory is displayed with this icon. The “SD Drive” directory is displayed only when an SD memory card is present in the SD memory card drive. You can read, browse, load and edit your files in the SD card.</p>
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	The “GO-DJ Drive” directory is displayed with this icon. The “GO-DJ Drive” directory is located in the internal memory of the Monster® GO-DJ™. You can read, browse, load and edit your files located in the internal drive.
	The “GO-DJ Rec” directory is displayed with this icon. The “GO-DJ Rec” directory is located in the internal memory of the Monster® GO-DJ™. This is the dedicated folder for recorded audio files (when used with the Record function found in the Options Screen).

Sound Input Selection

	The “LINE IN” icon is displayed when a plug is inserted into the LINE IN terminal. Select this sound input option by double tapping or using the FUNCTION knob. The sound input from the LINE IN terminal will be assigned to the corresponding Digital Turntable.
	The “MIC TO TURNTABLE” icon is displayed when a plug is inserted into the MIC terminal. Select this sound input option by double tapping or using the FUNCTION knob. The sound input from the MIC terminal will be assigned to the corresponding Digital Turntable.

Directories and Files

How to Sort Files

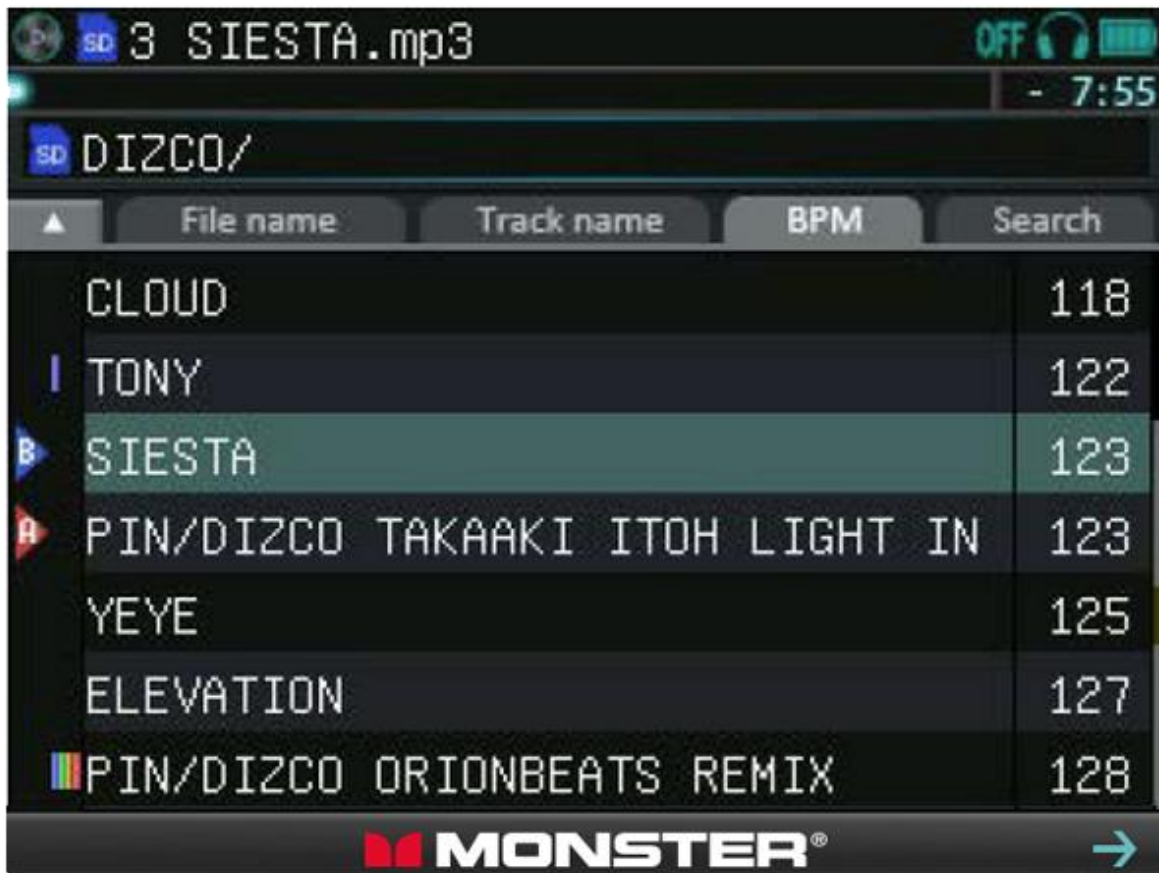


You can change the method of sorting files by touching the tabs located at the top of the File Browser Screen.

You can toggle the sort order direction by touching the triangle icon (▲ or ▼) located at the upper left hand corner of the directory browser.

How to Select a File

You can select files using two (2) methods: analog operation with the FUNCTION knob and touch screen operation.



Using the FUNCTION Knob:

To select a file using the FUNCTION knob, rotate the FUNCTION knob to move the File Selector and select the file you need.

When the desired file is selected, press the FUNCTION knob. This will open the File Properties window.

Confirm that you want to load the file. Choose “Cancel” otherwise.

When you select a directory, usually displayed with a folder icon, pressing the FUNCTION knob will open and enter the selected directory.

Using the touch screens

Swipe Up or Down:

You can swipe vertically to scroll through the File Browser Window vertically.

Tap:

You can touch (tap) the screen to select a file or directory.

Double Tap:

You can double tap the screen to open the File Properties window. Confirm that you want to load the file. Choose “Cancel” otherwise. When you select a directory, double tapping will open and enter the selected directory.

Swipe Left:


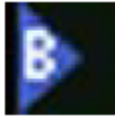



Swiping to the left is the same function as the double tap.

Swipe Right:

You can swipe to the right to exit from the current directory.

Icons in the File Selection Screen

The File Browser Screen displays icons that indicate file names to display specific information about the files.

Icon	Description
	The file or track is loaded on the Digital Turntable on Track-A.
	The file or track is loaded on the Digital Turntable on Track-B.
	The file or track is loaded on BOTH Digital Turntables on Track-A and Track-B.
	Hot-cue points are set on the file or track. The color and number of bars correspond to the real data that the user sets (actual number of hot-cue points).
	The white dots can indicate two pieces of information: how many times or how recently the file is played. You can select which information is displayed by changing the corresponding option in the Options Screen. Depending on what setting you choose, the white dots will mean one of

	<p>the following:</p> <ul style="list-style-type: none"> •If “Play Count” is selected in the Options Screen: The number of dots corresponds to the number of times that the track has been played. The maximum number of dots is four (4). If a track is played more than four (4) times, the Play Count will remain four (4). •If “Passed Time” is selected in the Options Screen: The number of dots indicates the recentness of play, specifically showing how much time has passed since the track was last played. <p>The following is the key to the information:</p> <p>4 Dots: Less than 30 minutes has passed since the track was last played. 3 Dots: Less than 2 hours have passed since the track was last played. 2 Dots: Less than 24 hours have passed since the track was last played. 1 Dots: Less than 10 days have passed since the track was last played. 0 Dots: More than 10 days have passed since the track was last played.</p> <p>Note: In order to calculate the time that has passed since the last playback, Play History is required. You can turn on Play History by toggling the “Remember History” option in the CONTROL(4) tab of the Options Screen. Please note that if you change the date or time on the SYSTEM(1) tab of the Options Screen, the change is reflected in the displayed information of the time that has passed since the last playback.</p>
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File Properties Window

The File Properties Window is opened when you select a file and open it by pressing the FUNCTION knob, swiping (to the left) over the filename or double-tapping the file name.

The following information is displayed in the File Properties Window:

- Track Name, Artist, Album: The information displayed in these categories is read from the MP3 tag. If the WAV or MP3 file does not have a valid tag, then filename represent is displayed instead.
- Length: This information displays the length of the track.
- BPM: This information displays the tempo or Beats Per Minute (BPM) of the track.
- Last Played: This information displays when the file was last loaded or played. This is only active when the “Remember History” option is turned ON, which can be done in the Options Screen.

- “X” Times: This information displays the total play count of the track. This is only active when the “Remember History” option is turned ON, which can be done in the Options Screen.

How to Load a Track with the Digital Turntables

To load a file on the Digital Turntables, first select the file in the File Browser Screen.



When you open the related File Properties window, choose “Load” to load the selected track to the Digital Turntable. You can select “Load” using the touch screen or FUNCTION knob.

To use the FUNCTION knob:

Rotate:

Rotate the FUNCTION knob to change the highlighted selection.

Press on Load:

Press the FUNCTION knob on the “Load” option to load the selected file to the Digital Turntable.

Press on Cancel:

Press the CANCEL knob to close the File Properties window.

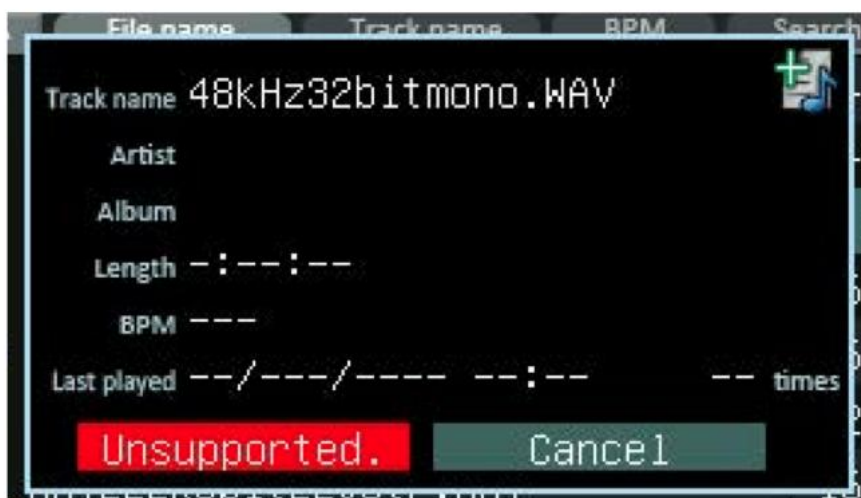
You cannot load an Unanalyzed File or an Unsupported File.

Unanalyzed Files:



When you load a file for the first time into the Monster® GO-DJ™, either through the internal memory (“GO-DJ Drive”) or the SD card memory, the Monster® GO-DJ™ will analyze the tempo properties via Beats Per Minute (BPM) analysis. When a file has not been analyzed, its BPM information is not displayed in the File Select Screen. If you open File Properties window of an unanalyzed file, file analysis will begin immediately. While the file is being analyzed, the “Load” button is replaced by a progress bar labeled “Analyzing.” Once the file analysis is complete, you can load the file on the Digital Turntable.

Unsupported Files:



When you try to open or load an unsupported file, its BPM is shown as 0 (or “---”) in the File Selection screen. If the file type is unsupported, you cannot load or play the file. If

the file type is unsupported, the ""Unsupported" message will be displayed instead of the "Load" button in the File Properties window.

File Browser Window for Recorded Files

Files recorded by the Monster® GO-DJ™ are stored in the "GO-DJ Rec" drive, which is located in the internal memory.

You can copy or delete the files by following these directions:

- Select a file in the "GO-DJ Rec" drive.
- When the file is selected, press the FUNCTION knob and hold it down for two (2) seconds.
- When the File Browser Window appears, select "Delete" to delete the file or "Copy" to copy the file to the SD memory card.

You cannot delete or copy a recorded file when the track is recording, while the track is playing or while deleting or copying the file.

The other action items in the File Browser Window are used for the reset menu.

Playlists

How to Create a New Playlist

- Navigate to the File Browser Screen.
- Select the “Playlists” option in the File Browser Screen. You can select by double-tapping or using the FUNCTION knob.
- Select “Add a new playlist” and press the FUNCTION knob.
- An Input Keyboard will appear.
- By using the FUNCTION knob, use the Input Keyboard to enter the name of the playlist.
- The length of the playlist name is 28 characters maximum. If you do not enter a playlist name, then a playlist name is created for you. The playlist is named “My Playlist XX,” where the XX values are automatically numbered. You can always rename the playlist name after creating the playlist.

How to Use the Input Keyboard

You can use the Input Keyboard by using both the FUNCTION knob and the touch screens.

Function Knob

Rotate: Rotate the FUNCTION knob to choose a character or command.

Press: Press the FUNCTION knob to enter the selected character. If the left arrow (←) or right arrow (→) is selected, the cursor is moved in the selected direction.

Touch Screen

Cancel: Tap “Cancel” to cancel the creation of the playlist.

A/a: Tap “A/a” to switch between capital and small letters as well as to switch between numbers and symbols.

Spacebar: Tap the spacebar to enter a space in the file name.

Backspace: Tap “Backspace” (X) to backspace.

OK: Tap “OK” to use as the Enter function.

Playlist Size Limit


The Monster® GO-DJ™ can store up to a maximum of 100 playlists. Each playlist can store and recognize up to a maximum of 10,000 tracks.

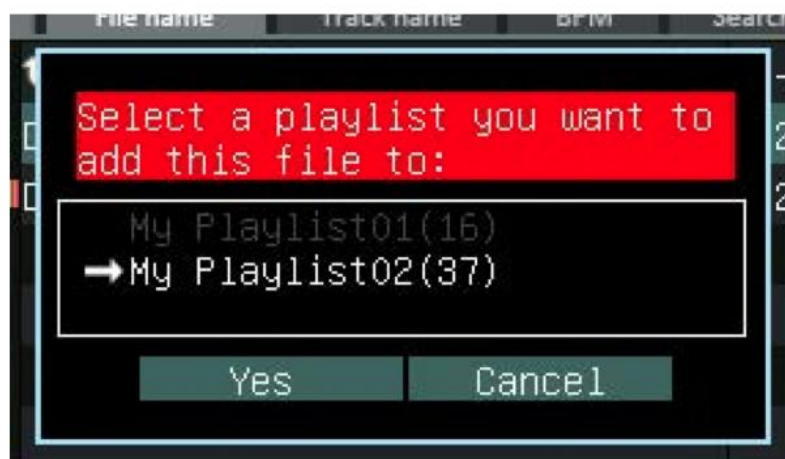
How to Add and Remove Items from a Playlist

You can add items to a playlist by following these directions:

- Select a file/track name from any directory or history and press the FUNCTION knob.




- Touch the “Add to Playlist” icon () in the File Properties Window.
- When the playlist selection window appears, select the desired playlist (that you want to add the track to) by rotating the FUNCTION knob. Next to the playlist names, you will see a number in parentheses. This number displays how many items, or tracks, are in the corresponding playlist. By default, new items are placed at the bottom of the playlist.



- Confirm the selection by tapping “Yes” or press the FUNCTION knob. Otherwise, select “Cancel” to cancel the operation.

Note: You cannot add a new track to a playlist during the following cases:

- No playlist has been created yet;
- The file has not been analyzed yet
- The maximum number of items (10,000) has been reached.

In the case that items can no longer be added to a playlist, the File Properties Window will show a “Playlist Full” icon ().


How to Change Track Order in a Playlist

You can change the track position in a playlist by using the FUNCTION knob.

- Select the track in the playlist.
- Then, press, hold and rotate the FUNCTION knob, which will move the selected track. The track is placed in the new position when you release the FUNCTION knob.

How to Delete an Item in a Playlist



You can delete a track from a playlist using the FUNCTION knob.

- Select the track in the playlist.
- Press the FUNCTION knob.
- Touch the “Delete from Playlist” icon () in the File Property Window.
- When the confirmation window opens, select “Yes” by rotating and pressing the FUNCTION knob.

How to Play Tracks via the Playlist

You can play the tracks placed in a playlist.

The icons (which are placed before each track name) indicate where the original file is stored.

Icon	Description
	The original file is stored on the internal drive (either in “GO-DJ Drive” or “GO-DJ Rec”)
	The original file is stored on the SD memory card.

If the original file is not found, then the track name is displayed as “File Not Found” in the playlist.

Note: You can still select an item labeled “File Not Found” and open the File Properties Window. However, you cannot load or play the file because it is not found. In addition, the accessible properties are limited. If the original file is restored to the original location, then the track will be recognized again by the playlist, and it the track will be able to be loaded and played.

How to Search Playlist Tracks

You can toggle the sort order direction by tapping the triangle icon (▲ or ▼) located at the upper left hand corner of the directory browser.

You can also use the “Search” tab.

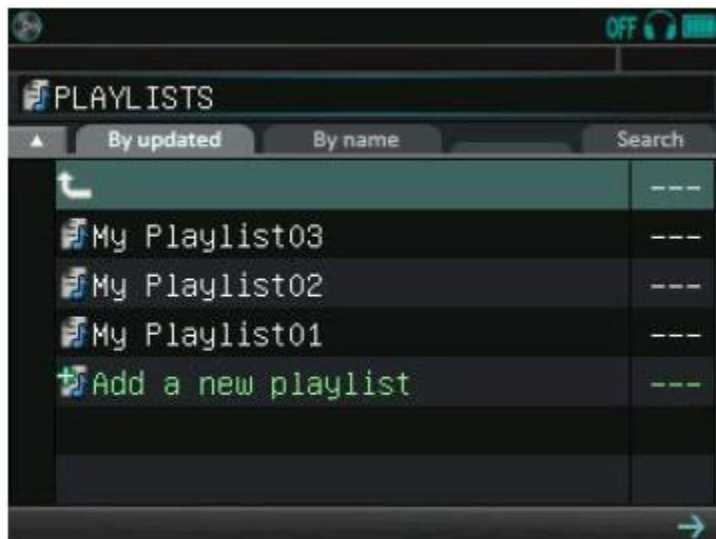
Note: Playlist tracks cannot be sorted by tempo (BPM). “File name” and “Track name” simply switches the labels of the tracks without sorting.

How to Use Playlists with the AutoDJ

You can load a track with a playlist right before or during the AutoDJ function, and the playlist will be assigned as the source directory for the AutoDJ. The AutoDJ will select tracks to play that are in the assigned playlist.

How to Edit Playlists

Sorting Playlists



There are two ways to sort playlists:

- **By Updated:**
By tapping the “By Updated” tab in the Playlist Selector window, the playlists will be sorted by updated time.
- **By Name:**
By tapping the “By Name” tab in the Playlist Selector window, the playlists will be sorted by file/track name.

You can reverse the sorting order by tapping the triangle icon (▲ or ▼), which is located at the upper left hand corner of the directory browser.

You can do a global search for a playlist by tapping the “Search” tab, which is located at the upper right hand corner of the directory browser.

Playlist Edit Menu

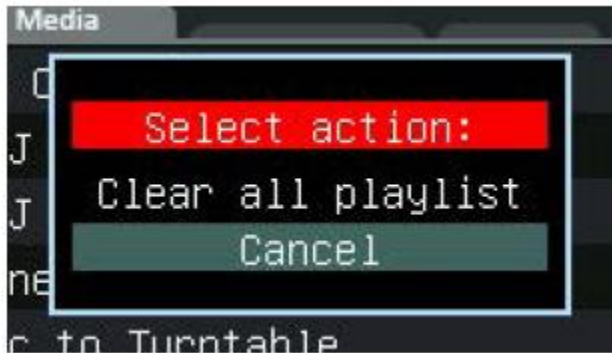


When you select a playlist and press the FUNCTION knob, the menu window pops up. You can select an action by rotating the FUNCTION knob and execute the desired action by pressing the FUNCTION knob.

The available actions are as follows:

- **Rename:** Rename the selected playlist. If this action is selected, the Input Keyboard pops up. Use the Input Keyboard to enter a new file name.
- **Clear this Playlist:** Delete all items in a playlist while keeping the playlist itself.
- **Create a Copy:** Copy the selected playlist and create a copied file. If this action is selected, the Input Keyboard pops up. Use the Input Keyboard to enter a new file name.
- **Delete:** Delete the selected track.
- **Cancel:** Quit editing and return to the Playlist Selection Screen.

How to Clear All Playlists



You can delete all the playlists at the same time by following these directions:

- Select “Playlists” on the Media Selection Tab.
- Press and hold the FUNCTION knob, and a menu window will pop up.
- Select the “Clear all playlist” action by rotating and pressing the FUNCTION knob.
- Select “Yes” in the next confirmation window in order to delete all playlists and their respective entries.

History

Note: In order to active and use the History function, the “Remember History” option has to be set to the ON position in the options.

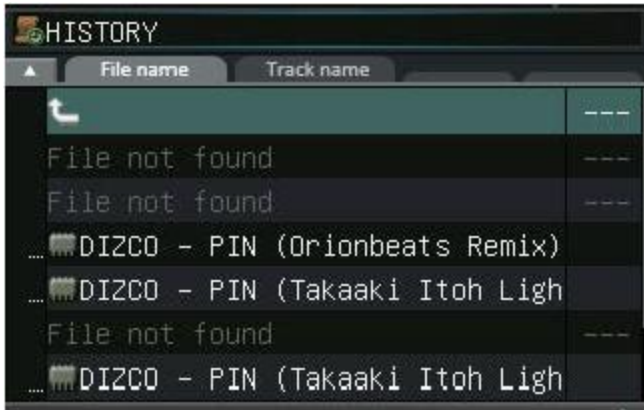
The History function creates a list of tracks that have been played on the digital turntable. If a selected file is still located in the original storage location (e.g., internal drive or SD card), the track can be loaded and played in the History list. The track can also be added to a selected Playlist.

Display of History



History is saved and displayed according to the following specifications:

- The file properties of files played on the digital turntables are saved, and the GO-DJ will save a list of the 100 most recent tracks played.
- History saves a list of tracks that have been played on both Volume-A and Volume-B. If the same track is loaded multiple times in a row, History lists it one time. For example, consider that tracks were loaded in this order: Song A, Song A, Song A, Song B, Song C, Song, Song C. Then, the History would be displays as the following: Song A, Song B, Song C.
- History only saves information of the 100 most recent tracks played on the digital turntables.
- If the file for the track played is no longer in the original file location, then History will label the Volume-As “File Not Found.” If a track labeled “File Not Found” is selected, the File Properties window will open, but the track will not be loaded and played. If the original file is restored in the original file location, then History will recognize the file again, and the track will be able to be loaded and played via History.



- Hot-cue icons and white dot icons (for play count or time passed) in the file selection screen are also displayed in History. The storage icons in History indicate where the original file is stored in the GO-DJ.

How to Play Files via History

Tracks can be selected, loaded and played via the History list, just as the track would be loaded in normal directories in the Music Library.

Please note that items in History cannot be sorted by BPM. Only the order function ($\Delta \nabla$) and the “Search” tab can be used. Also, if you load a file via History right before or during AutoDJ, the target directory of the file is where the original file is located, not History.

How to Delete in History

To delete a specific file in History, follow these directions:



- Select the file that you want to delete in History.
- Press and hold the FUNCTION knob.
- In the pop up menu, select the “Delete” or “Remove from History” command by rotating and pressing the FUNCTION knob.

To delete the entire History, follow these directions:



- In the Media Selection screen, select the “History” directory.
- Press and hold the FUNCTION knob.
- In the pop up menu, select the “Clear All History” command by rotating and pressing the FUNCTION knob.

Reset Menu



Analyzed data and/or parameters for selected track files can be reset by selecting a storage directory (SD Card, GO-DJ Drive, GO-DJ Rec) and then pressing down and holding the FUNCTION knob.

In the pop up window, the following commands can be selected:

- Discard BPM: Deletes the BPM and beat positions data.
- Reset Gain: Deletes a saved or customized gain value in the Equalizer screen.
- Clear Cues: Clears all hot-cue points (i.e., CUE 1, CUE 2, CUE 3, CUE 4).
- Clear Play Count: Deletes the data for the number of plays and the date that the track was last loaded and played.

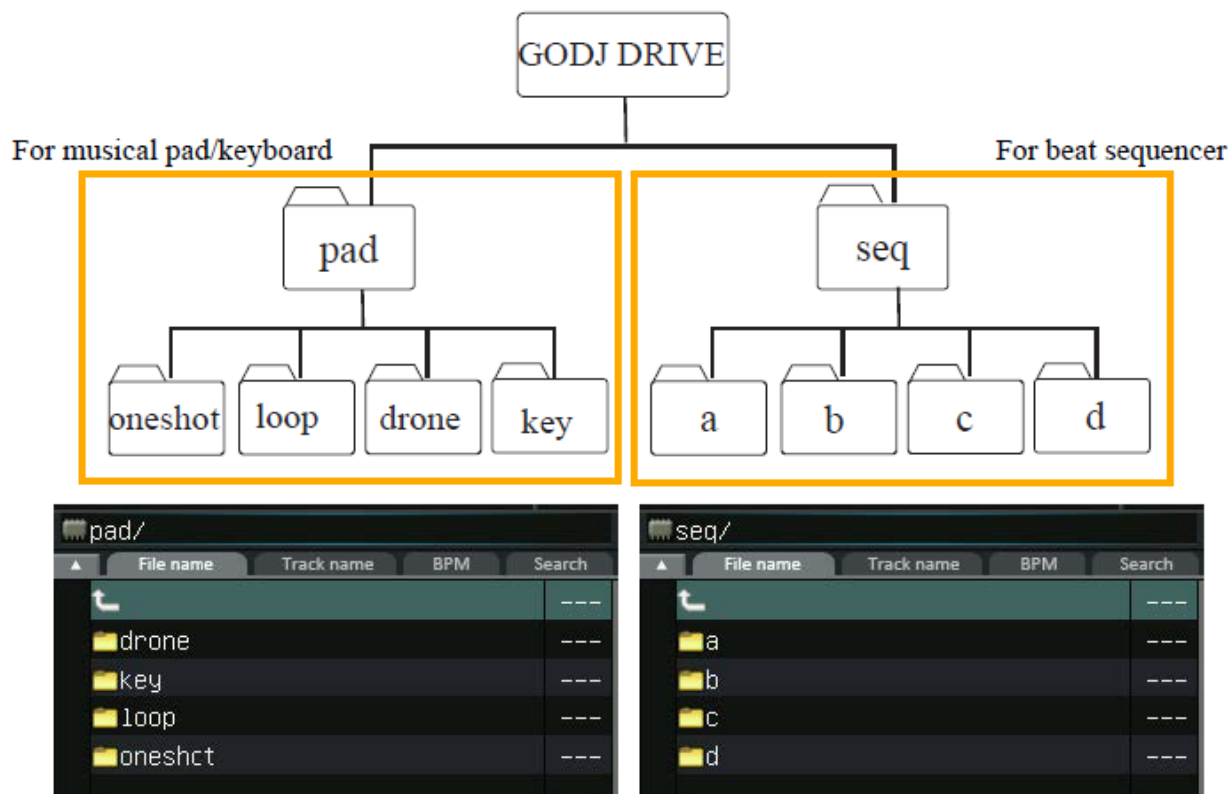
Please note the following:

- If you perform a reset action on a directory or a storage location, the information about all the files in the directory or storage location are deleted. In this case, if you press down the FUNCTION knob in the middle of the processing the Reset function, the action is canceled but the finished data are not restored and some data can be partially lost.
- If you execute the "Discard BPM" command, then the beat position and BPM are discarded. This can trigger the automatic BPM analysis of the files, just as though the tracks were loaded on the GO-DJ for the first time.

- If you execute the "Clear Play Count" command, the file markers, such as the white dot icons, in the File Browser Screen are cleared as well as the date of the last play and the play count in the File Properties window.
- If the reset menu is opened for any of the files located in the "GO-DJ Rec" directory, the dedicated actions for the recorded files are displayed in the same window. Scrolling and selecting an action can be done by rotating and pressing the FUNCTION knob.
- In order to delete all analysis data and corresponding values from the database, you can execute the "Initialize Database" command in the firmware recovery menu.

Dedicated Folders for Samples

Located within the “GO-DJ Drive” directory, two directories labeled “Pad” and “Seq” are automatically created as dedicated folders for the samplers (i.e., musical pad, synthesizer keyboard, and beat sequencer). Customized samples can be loaded in the sub-folders that correspond to the file location.



For sample files, the preferred format is a .WAV file (8-48 kHz, 8-24 bit), such as the files for used for playback. But if files other than 44.1 kHz 16bit stereo are loaded and stored, the GO-DJ will attempt to convert the files during the next boot cycle. In the case that a file failed to be converted properly, then a "failed" folder is created in the folder, and the unconverted file is automatically moved into that folder.

Digital Turntables Screen

How to Control Tracks

In the Digital Turntable screen, you can control the playback position, tempo (BPM) and other functions on a loaded track file.

Arc Selector

The Arc Selector is located at the side of the digital turntable. On Volume-A, the Arc Selector is located just to the left of the Digital Turntable platter. On Volume-B, the Arc Selector is located just to the right of the Digital Turntable platter. The Arc Selector is controlled by rotating and pressing the FUNCTION knob for various functions.

How to Use the Function Knob in the Arc Selector

The FUNCTION knob can be used for the Arc Selector by following these directions:

- Rotate the FUNCTION knob to move the highlight bar in the Arc Selector.
- Press the FUNCTION knob to execute a selected (highlighted) command in the Arc Selector.

Hot-cue Points



A hot-cue point is assigned when the selection bar in the Arc Selector highlights either CUE 1, CUE 2, CUE 3 or CUE4 and then the FUNCTION knob is pressed down.

Hot-cue points can be assigned by following these directions:

- Locate the area of the track where you want to assign a hot-cue point by rotating the Digital Turntable and/or tapping on the progress bar.

- Use the FUNCTION knob to select which hot-cue point that you want to assign the location to (CUE 1, CUE 2, CUE 3, CUE 4).
- Press the FUNCTION knob to assign and record the hot-cue point.

Please note: If you select a hot-cue point that is listed in white by pressing the FUNCTION knob during playback, the corresponding playback position is recorded as a hot-cue point. In the case of a hot-cue point labeled with colored text (other than white), pressing the FUNCTION knob enables you to jump to the recorded hot-cue point.

Recorded hot-cue points are preserved even after the unloading of the track file, a shutdown of the GO-DJ and/or the reset of the settings.

Recorded hot-cue points can be cleared with the CUE CLEAR command by following these directions:

- Use the FUNCTION knob to select the CUE CLEAR command on the Arc Selector.
- Press the FUNCTION knob to activate the CUE CLEAR command. You will notice that the recorded hot-cue points (recognizable by the colored text) will begin flashing.
- Use the FUNCTION knob to select which recorded hot-cue point will be cleared.
- Press the FUNCTION knob to clear the recorded position of the hot-cue point.

Loop



Any portion of the track can be looped by using the loop function in the Arc Selector by following these directions:

- Use the FUNCTION knob to select the specific loop range that you want to activate.

- Press the FUNCTION knob to activate the loop function. Depending on what is selected on the Options screen, the loop function will stop when the FUNCTION knob is pressed again, released or rotated.
- Select the “Loop Range” command on the Arc Selector to change the loop range, which ranges from 1/8 beats to 32 beats.

Please note: During a loop function, the Digital Turntable will activate the LOOP ADJUST mode, which is signified by the left and right arrows located in the center of the Digital Turntable. Use the Loop Adjust function to change the position of loop range. You can select various options on how to change the loop range in the Options screen.

Arc Selector and Corresponding Functions



The following table diagrams the Arc Selector position and the corresponding functions:

Arc Selector Command	When Pressing the FUNCTION Knob
Cue Clear (when white in color)	Clear a selected CUE point. Once selected, all colored hot-cue points (CUE 1, CUE 2, CUE 3, CUE 4) will begin blinking.
Cue Clear (when light blue in color)	Stops the blinking of the hot-cue points.
CUE 1, CUE 2, CUE 3, or CUE 4 (when white in color)	Record the current track position as a hot-cue point for the corresponding cue point.
CUE 1, CUE 2, CUE 3, or CUE 4 (when in color other than white)	Jump to the recorded hot-cue position.
CUE 1, CUE 2, CUE 3, or CUE 4 (when	Clear the recorded hot-cue position.

blinking)	
Tap (when white in color)	Measure the BPM that the user will tap on the Digital Turntable.
Tap (when blinking)	Adopt the BPM measured from the user tapping.
Loop (when white in color)	Start looping using the selected loop range.
Loop (when light blue in color)	Stop looping.
Loop Range	Change the loop range.

Digital Turntables



The Digital Turntables are controlled by using the touchscreen interface.

There are five main modes of the Digital Turntable that are activated depending on the position of the highlight bar in the Arc Selector:

Pitch Bend Mode



When the highlight bar in the Arc Selector is positioned over the Cue Clear command, the Pitch Bend mode is activated on the Digital Turntable. Use Pitch Bend mode to bend the pitch of the track. This is similar to physically nudging a record on a turntable to slow down or speed up the track, usually activated when matching beats and synchronizing tracks.\

Search Mode

When the highlight bar in the Arc Selector is positioned over the Cue Clear command and the track is paused, you can use the high-resolution search function on the Digital Turntable.

Off Mode



When the highlight bar in the Arc Selector is positioned over the Loop Range command, then every touch operation of the Digital Turntable is ignored.

Loop Adjust Mode



When the highlight bar in the Arc Selector is positioned over any of the Loop commands and the Loop function is active, you can adjust the position of a loop section by touching the turntable. When you touch the right half area of the turntable, the loop section goes forward. When you touch the left half area of the turntable, the loop section goes backward.

Tap Mode



When the highlight bar in the Arc Selector is positioned over the Tap command and the track is playing, you can activate the Tap function by pressing the FUNCTION knob. With the Tap function, you can manually adjust the BPM and the beat position by tapping the turntable. The newly analyzed value of BPM is displayed in red until it is determined. When you press down the FUNCTION knob again, the new BPM value is

confirmed and registered. In the case that you rotate the FUNCTION knob before pressing down, the measured value of BPM is abandoned.

Break Mode



When the highlight bar in the Arc Selector is positioned over any of the Loop commands while the track is playing, the Break mode is activated. In Break mode, when you touch the turntable, the track slows down gradually before stopping. The selected Loop range corresponds to the number of beats that pass until the track is slowed down and stopped. When you release the hand from the turntable, the Volume-Accelerates and goes back to the original speed. If the slip mode is ON in the option screen, the turntable restarts to turn at the original speed immediately after stopping, and the track starts to play when the turntable is released.

Scratch Mode



When the highlight bar in the Arc Selector is positioned over any of the Cue commands (CUE 1, CUE 2, CUE 3, or CUE 4) between the Tap command and the Cue Clear command, the user can scratch the Volume-By rotating the Digital Turntable.

Beat Radar



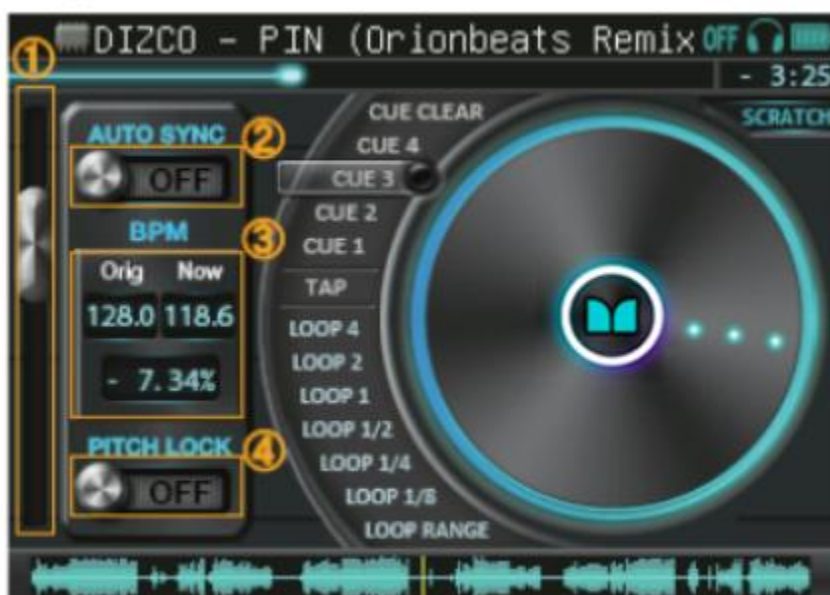
The three aligned points that rotate around the Digital Turntable is called the beat radar. The rotation coordinates with the rotation angle of the turntable and blinks corresponding with the beat position.

During normal playback, the beat radar that is blinking to the beat rotates one revolution around the Digital Turntable per every four (4) beats.



During Scratch mode or Loop mode, the external two radars continuously follow the rotation angle of the turntable. The most internal one and its symmetric copy always turns forward at a constant speed, in order to visually keep the original beat. Each rotating point indicates the second and fourth beat position from the point that the rotation angle of turntable went off the original beat. When you return to normal playback, if you release the turntable right at the moment when the three radars align, you can return back to the original beat position.

Tempo Controllers



1. Tempo Slider

You can change the music tempo by touch and/or FUNCTION knob rotation with the tempo bar slider, located at the left side of the Digital Turntable in Volume-A and at the right side of the Digital Turntable in Volume-B. Sliding down on the tempo bar will increase the tempo (BPM), and sliding up on the tempo bar will decrease the tempo (BPM).

You can also fine-tune the tempo change by touching the tempo slider bar and rotating the FUNCTION knob at the same time. Rotating the FUNCTION knob clockwise increases the tempo, and rotating the FUNCTION knob counterclockwise decreases the tempo. Pressing the ANALOG knob while touching the tempo slider bar will reset the tempo (BPM) to the original value.

Please note: On the CONTROL tabs in the option screen, you can configure the maximum range of the tempo slider and the settings for tempo reset.

2. Auto-Sync Switch

When the Auto-Sync switch is set to the ON position, the BPM and beat position are adjusted automatically to the Volume-Being played on the other Digital Turntable.

The Beat LED indicates the current status of synchronization, and different colors signify different status points:

- Blue: The track is being synchronized.
- Red: The track is being synchronized, but it is not ready yet.
- Green: The synchronization is complete.

Please note: As a shortcut to instantly match the BPM of the current track to the other track, you can quickly turn on the Auto-Sync and then quickly turn it off, and the BPM of the playing track will be matched on the incoming track.

4. BPM Window

The original BPM is shown at left window (Orig). The current BPM is shown at right window (Now). When you swipe from Original BPM window (Orig) to the Current BPM window (Now), you can reset the BPM to the original.

6. Pitch Lock Switch

When Pitch Lock switch is set to the ON position, the original pitch, based upon the original BPM, is maintained even when the tempo is changed.

Equalizer Screen

In the Equalizer screen, you can adjust the output levels of the 3 bands (i.e., low, middle, and high) on each track. You can also change the gain level of each track.\

Basic Operations of the Equalizer

Touch Panel Operation



The Equalizer screen can be operated by the touchscreen interface. By moving the sliders up and down, the output level of each band can be controlled. When RESET is touched, the output level is reset to 0 dB.

Please note: The Equalizer screen supports multi-touch function, which means that two or three sliders can be moved simultaneously.

Analog Control Operation



The Equalizer screen can be operated with the FUNCTION knob. Toggle buttons, also known as LINK switches, are located at the right side of each band (i.e., low, middle, high). If the button is in active mode, signified by silver coloring, then the slider is controlled by the FUNCTION knob. The FUNCTION knob is operated by rotating clockwise or counterclockwise. Pressing the FUNCTION knob will reset the level to 0 dB.

EQ Crossfader Mode

If you select “EQ” from the Crossfader mode in the option screen, besides the touchscreen and FUNCTION knob operations, the movement of the crossfader acts on the equalizer. In this mode, you can crossfade by changing EQ levels instead of the volume levels of Volume-A and Volume-B.

EQ crossfade from Track-A to Track-B

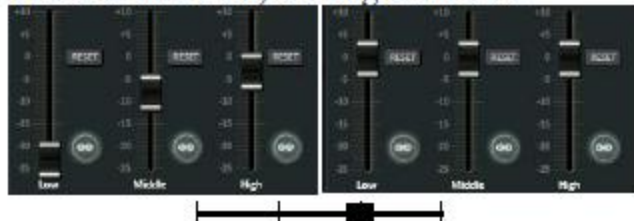
[1] Track-A: 100%



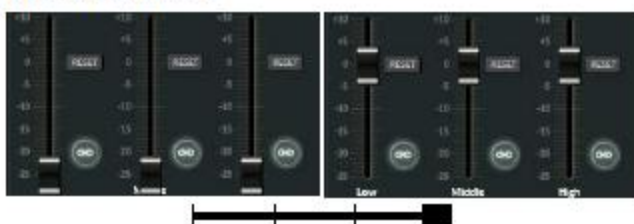
[2] Track-B fades in, starting from High



[3] Track-A fades out, starting from Low



[4] Track-B: 100%



Crossfader: The crossfader blends the sounds from the two tracks drawing the equalization curve. The fade-out starts from the Low band, and the fade-in starts from the High band.

Reset Button: Activating the Reset button resets the touch and knob operations. Only the crossfader equalization function remains.

LINK Switch: When LINK switch is set to the ON position, operations controlled by the FUNCTION knob and the crossfader are active. When the position is set to the OFF position, only the touchscreen operations are active.

FUNCTION Knob: The FUNCTION knob controls the active sliders simultaneously, just as in the case of ordinary equalization.

Gain Operation

A Gain slider located on the left in the equalizer screen, and it is used to normalize the volume level of the audio files. The gain value is applied to the file currently loaded, and the user-updated Gain level is saved for each track.

Gain Slider Control



You can use the touchscreen interface to control the Gain Slider. Touching and sliding the Gain Slider up and down adjusts the gain. Touching the Reset button resets the gain level to 0 dB.

You can also use the touchscreen interface simultaneously with the FUNCTION knob for fine-tuning. Touching the Gain Slider and rotating the FUNCTION knob will adjust the gain level. Pressing the FUNCTION knob will reset the gain level to 0 dB.

Saving and Loading Gain Levels



You can save and load gain value for each file by pressing the buttons on the right side of the gain slider. These buttons light up when each function is available.

You can save the gain value by touching the Save button when either of the following conditions are met:

- For the track currently being played, a gain level value has not been previously saved.
- The current value of the gain slider is different from the previously saved value.

You can load a saved gain value by touching the Load button.

Gain on File Loading

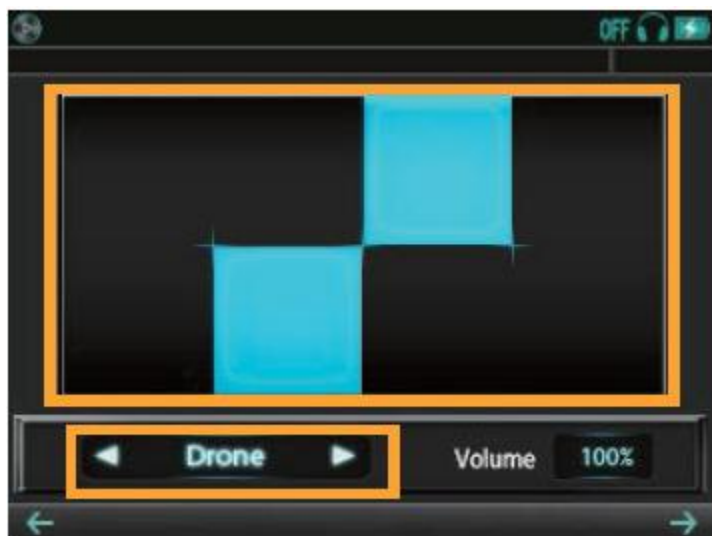
You can regulate the method of how the initial gain is set when a file is loaded to the turntable on the CONTROL(2) tab in the Options screen.

In the “Reset Each Gain File” option, if the “Keep for Each File” option is selected, the previously saved gain level is loaded. If a gain level was not previously saved, the gain level will be set to 0 dB. If the “Reset” option is selected, then the gain level will be reset to 0 dB. If a gain level was previously saved, the saved gain level can be loaded by touching the Load button.

Samplers

The GO-DJ comes with two types of samplers: musical pad sampler and a synthesizer keyboard sampler. In the Musical Pad screen and the Synthesizer Keyboard screen, you can play the samples assigned to pads and keys. You can simultaneously play up to a total of 4 samples at a time on both Volume-A and Volume-B.

Musical Pad



The Musical Pad screen can be operated with both the touchscreen and analog interface.

Touchscreen Operation

If you touch the pattern select area at the bottom of the screen, a set of samples and sound producing pattern can be changed. By touching each pad, you can play samples according to the following patterns:

- One Shot: Plays a sample once from the beginning to the end of the sample.
- Loop: Plays a sample iteratively in a given BPM while being touched. If a track is currently being played, the BPM is usually synchronized to the playing track.
- Drone: Plays a sample while the pad is being touched. When the hand is removed, the sample stops playing.
- Keys: Switches to the Synthesizer Keyboard

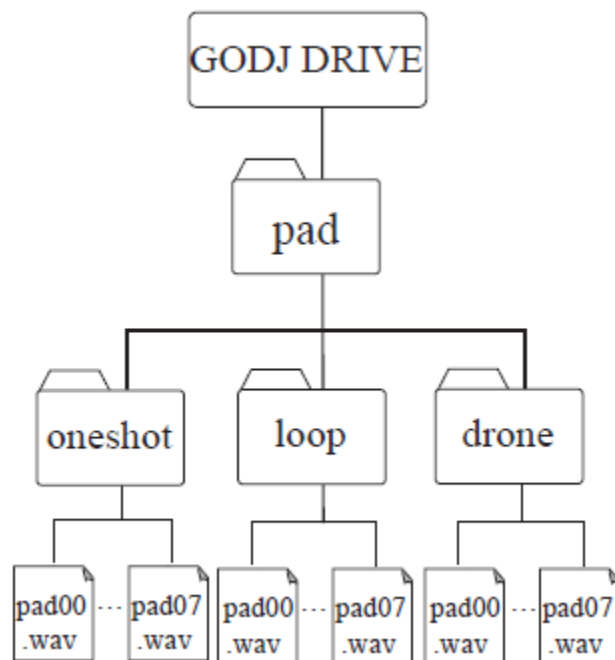
The sampler pattern can be selected by toggling the lower window of the Musical Pad screen or the Synthesizer Keyboard screen.

Analog Operation

The samplers can be operated by the FUNCTION knob. Rotating the FUNCTION knob changes the volume level of the samplers. Rotating the FUNCTION knob is used to select a desired sample. Pressing down on the FUNCTION knob plays the selected sample.

Please note: The sampler volume is applied to the Musical Pad, Synthesizer Keyboard and the Beat Sequencer at the same time.

Loading and Assigning Samples



Dedicated folders to store sample files for the sampler pads are created automatically in the GO-DJ Drive. These directories are as follows:

- GO-DJ DRIVE
- Pad
- [oneshot, loop, drone])

By storing WAV files in these directories, you can assign them to the corresponding sampler pads. Just like the file format for playback files, .WAV files need to be in the format of 8-48 kHz and 8-24 bit. If your files are available but not in 44.1 kHz, 16 bit, stereo, the files are converted during the reboot cycle. Once converted properly, the sample files are able to be assigned.

Please note: You cannot use .mp3 files for samplers.

Assigning Samples to Specific Pads



You can specify a pattern and position and assign a sample to each in the following steps:

- Connect the GO-DJ to a computer.
- Upload the sample to the corresponding sub-folder located in the “/GO-DJ Drive/pad” folder. The audio sample file needs to be in .WAV format. The file name should be name "padXX.wav" where XX corresponds to the sampler pad position number. The “XX” in the filename template is a number between 00 to 07 as the image below shows. For example, if you want to assign a specific sample to the sampler pad labeled 03 in the diagram, name the file as “pad03.wav” for proper assignment.
- Disconnect the GO-DJ from the computer properly (set USB Mode to the OFF position in the Options screen), and reboot the GO-DJ.

Assignment Priorities

You do not necessarily need to assign samples to all of the 24 pads. There are 8 Musical Pad windows and 3 patterns, which totals 24 customizable sampler pads. The rest are complemented in the following order:

- If the file names are properly labeled with assignment number, the correctly numbered files are each allocated accordingly to the corresponding sampler pad position.
- If any filename is used (without the sampler pad assignment number), the sample files in the folder are assigned to sampler pads in alphabetical order of the file name.
- If there are no custom samples assigned to a sampler pad, then the stock samples are loaded.

Synthesizer Keyboard



The Synthesizer Keyboard is activated when the “Keys” option is selected at the bottom of the Musical Pad screen. The Synthesizer Keyboard operates similar to the musical pad sampler. The volume level can be changed by rotating the FUNCTION knob.

1. Octave Button

The Octave button can be used to change the octave of the Synthesizer Keyboard. The musical keyboard has a range of 3 octaves (i.e., C3 - B5; 36 keys). The Synthesizer Keyboard screen only displays one octave at a time. By touching the Octave button, you can scroll through the keyboard, which moves the octave up or down. An Octave button that is grayed out indicates that it is already at the most high or most low octave of the keyboard.

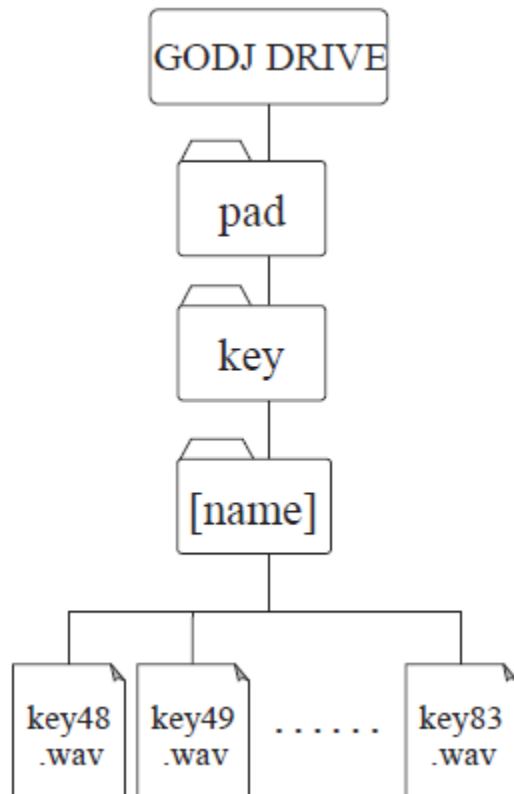
If the Synthesizer Keyboard octave screens are displayed out side-to-side, the octaves of the Synthesizer Keyboard will look like the following diagram:



2. Instrument Window

The Instrument Window displays the current instrument selected and being used for the Synthesizer Keyboard. You can toggle the instruments with the select buttons on the both sides of the window. In the case that there is no alternative instrument, the color of the Select buttons are changed to black. You can upload up to 16 sets of user-loaded sample files as instruments. "Factory Preset" is set as the default instrument.

Adding Instruments to the Synthesizer Keyboard

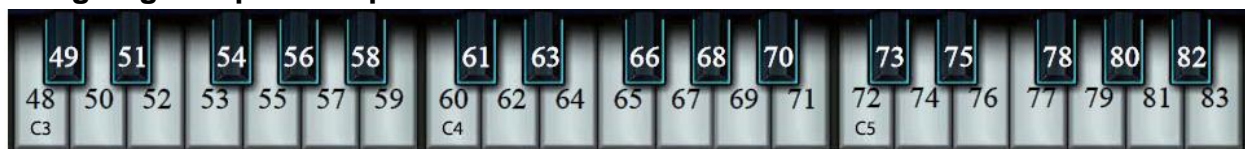


Dedicated folders that store sample files for the Synthesizer Keyboard are automatically created in the GO-DJ Drive (/GO-DJ DRIVE/pad/key/). By storing .WAV files here, you can assign them to keys.

Just like the files used for playback, .WAV files need to be in 8-48 kHz and 8-24 bit format. If your files are available but not in 44.1 kHz, 16 bit, stereo, then the files are converted during the reboot cycle. After the reboot, the properly converted files are then able to be assigned.

Please note: You cannot use .mp3 files for the Synthesizer Keyboard.

Assigning Samples to Specific Positions



You can define instruments and assign a sample to each key with the following steps:

- Connect the GO-DJ to a computer.
- Create a subfolder (with any name) in the folder “/GO-DJ Drive/pad/key/”. The folder name is displayed in the Instrument window of the Synthesizer Keyboard

screen as the name of the instrument. The length of the name should be no more than 14 characters.

- Upload .WAV format files named "keyNN.wav" in the subfolder that you created. The "NN" in the file name template is a number between 48 to 83. These numbers are associated with MIDI note numbers. The images below indicate the correspondence between the keys and numbers (NN).
- Disconnect the GO-DJ from the computer properly (set USB Mode to the OFF position in the Options screen), and reboot the GO-DJ.

Assignment Priorities



The samples uploaded to the Synthesizer Keyboard are assigned with the following prioritization:

- The correctly numbered files are each assigned to the corresponding key.
- If any filename is used (without the numbered assignment), the uploaded sample files in the folder are assigned to unoccupied keys in alphabetical order of the file name(s).
- If there are any keys that do not have an assigned sample, the unassigned (empty) keys are grayed out and will not play a sample.

Beat Sequencer



In the Beat Sequencer screen, you can edit rhythmic patterns with samples on the beat grid. The vertical axis corresponds to each sample, and the horizontal axis corresponded to the beat positions. The Beat Sequencer is formatted as 4 beats divided into 16 rows.

You can operate the Beat Sequencer with both the touchscreen interface and the FUNCTION knob.

Touch Panel Operation

1. Touching the Cell: Edits the beat pattern.
2. Sliding the Volume Slider: Changes the volume level of the Beat Sequencer. The volume change is also applied to the Musical Pad and the Synthesizer Keyboard.
3. Sliding the BPM Slider: Changes the tempo of the Beat Sequencer. You can change the BPM only if both tracks (i.e., Volume-A and Volume-B) are paused. Otherwise, the Beat Sequencer tempo (BPM) is synchronized to the track currently being played with the larger volume. The volume is controlled by the Equalizer screen and the crossfader position. If you activate the "Sync Beat Sequencer to Music" option in the Options screen, then the beat positions are also synchronized.

Function Knob Operation

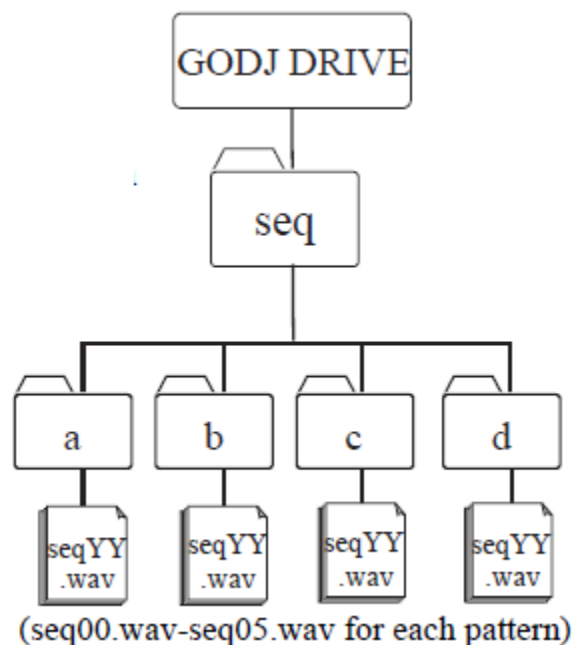
Rotating the FUNCTION knob changes the position of the highlight bar located in the Command Bar (labeled 4 in the diagram). Pressing the FUNCTION knob will activate the selected command.

The following is a diagram of the functions in the Command Bar:

Selector Position	Command Description
Go	Starts playing the Beat Sequencer
Stop	Stops playing the Beat Sequencer
A, B, C, D (in white color)	Loads the corresponding beat pattern
A, B, C, D (in blue color)	When the Beat Sequencer is playing, resets the current position to the first beat position
1, 2, 3, 4 (in gray color)	(User Only) Saves the current user-defined beat pattern
1, 2, 3, 4 (blinking)	(User Only) Clears the pattern

Clear	Clears the user-defined changes in beat patterns A through D. When activated, the stock beat patterns (i.e., A, B, C, D) begin blinking.
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Assigning Samples to the Beat Sequencer



Dedicated folders that store sample files for the Beat Sequencer are automatically created in the GO-DJ Drive (/GO-DJ DRIVE/seq/[a-d]). By storing .WAV files here, you can assign them to the Beat Sequencer. Just like the files used for playback, .WAV files need to be in 8-48 kHz and 8-24 bit format. If your files are available but not in 44.1 kHz, 16 bit, stereo, then the files are converted during the reboot cycle. After the reboot, the properly converted files are then able to be assigned.

Please note: You cannot use .mp3 files for the Synthesizer Keyboard.

Assigning Samples to Specific Positions



You can assign samples to the Beat Sequencer with the following steps:

- Connect the GO-DJ to a computer.
- Navigate to the corresponding folder (choose one of the folders in “/GO-DJ DRIVE/seq/”).
- Upload .WAV format files named "seqYY.wav" in the corresponding folder. The “YY” in the file name template is a number between 00 to 05. For example, a user-loaded file named “seq03.wav” that is stored in the “b” folder is allocated to the fourth (4th) part (or column) of Pattern B.
- Disconnect the GO-DJ from the computer properly (set USB Mode to the OFF position in the Options screen), and reboot the GO-DJ.

Assignment Priorities

You do not need to necessarily assign samples to all parts of the Beat Sequencer. The rest of the parts are complemented in the following order:

- The correctly numbered files are each allocated at its corresponding position.
- If any filename is used, the other sample files in the folder are assigned to the other parts of the Beat Sequencer in alphabetical order of the file name.
- If there are no samples assigned to the Beat Sequencer, stock samples are loaded.

External Inputs



Intelligent Stream Technology

Assign Audio from Line-In to the Digital Turntable

You can stream external audio sources (e.g., iOS devices such as an iPod, iPhone or iPad; Android devices such as smartphones and tablets; musical instruments; etc.) to the GO-DJ with Intelligent Stream technology.

For Intelligent Stream technology, When a stereo plug ($\frac{1}{8}$ " aka 3.5 mm jack aka mini-jack) is inserted to the LINE IN terminal, "LINE IN" can be selected as medium for streaming audio. "Line In" should be selected at the File Browser. Then you can assign the audio coming from the LINE IN to either or both turntables.

When using Intelligent Stream technology, once the third-party audio device is connected via the Line-In jack of the GO-DJ and assigned to a Digital Turntable, the following functions can be used to manipulate the streaming audio: Scratch, Loop, Synchronized Beat Sequencer, FX, Record.

You can use the synchronized Beat Sequencer to activate Live Remix technology, even with streaming audio.

Assign MIC to the Turntable

When a stereo plug is inserted to the MIC jack, MIC can be selected as well. You can assign the microphone input to either or both turntables. The sound from MIC can also be output directly without passing through the turntable. If you use the microphone, specify its type in the Options screen.

When using Intelligent Stream technology, once the microphone is connected via the MIC jack of the GO-DJ and assigned to a Digital Turntable, the following functions can be used to manipulate the streaming audio from the microphone: Scratch, Loop, Synchronized Beat Sequencer, FX, Record.

Limited Functionality of Line-In and MIC

The GO-DJ cannot control the music stream coming from the LINE-IN/MIC. Due to this, the CUE/hot-cue function and tempo control are disabled.

In addition, the following functions are also limited:

- Pitch Bend: The direction and time are limited.
- Scratch: The range is limited.
- Loop and Break: The maximum range is 4-beat.
- LOOP ADJUST mode: Unavailable
- AutoSYNC: Unavailable
- AutoDJ: Unavailable

Volume Control of External Inputs



Press and rotate the VOLUME-A knob to changes the microphone volume.

Slide the "Line In amp volume" slider in the Options screen to changes the volume level of the audio coming in from the Line-In jack.

Please note: If you select "Line" from "Microphone type" on the DEVICE(1) tab in the Options screen, the microphone amplifier (mic amp) is turned off. You can then use line level input or a pre-amped microphone on the MIC terminal. In this case, the microphone volume and the line-in volume are both applied to the input from the MIC jack.

Real-time BPM Analysis



When the LINE-IN or MIC is assigned to a Digital Turntable, the GO-DJ applies real-time BPM and beat analysis to the incoming audio. The results of the real-time BPM and beat analysis are displayed in the BPM window, and the beats are monitored visually with the Beat LED.

When the music title is changed or the results are not correct, press and hold the CUE button of the assigned track to reset the analysis engine. You can also modify the BPM manually in Tap mode of the Digital Turntable.

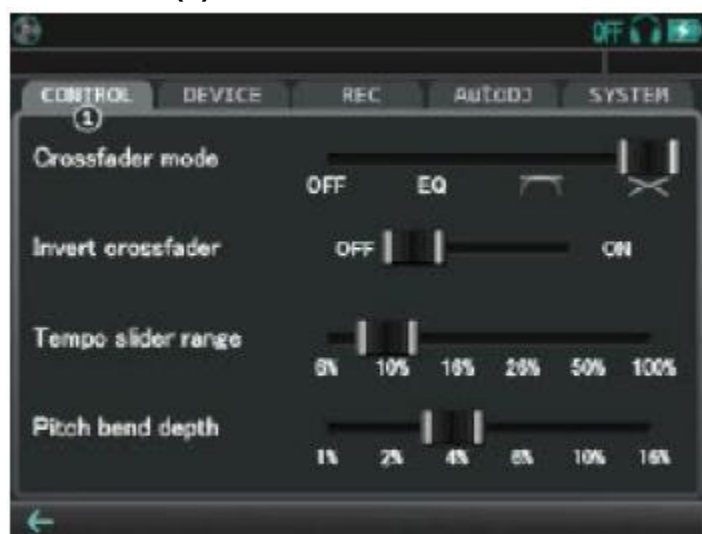
Options Screen

You can change the optional settings in the Options screen. The Options screen is categorized into five (5) tabs that have multiple pages. The pages are signified by the number located underneath the tab name. The Control tab has 4 pages; Device tab, 2 pages; Recording tab, 1 page; AutoDJ tab, 1 page; and System tab, 3 pages. To open under-lapping pages within the tabs, touch the same tab name again.

In this manual, the different pages for the different tabs will be labeled as follows: TAB NAME (PAGE NUMBER). For example, the second page of the Control tab will be labeled as “Control (2).”

CONTROL Tab

CONTROL (1)



Crossfader Mode

Changes the crossfader curve. When OFF, the crossfader is disabled and Track-A and Track-B outputs are at the 100% level. Choose EQ if you want to activate the EQ crossfade mode.

- **Invert Crossfader**
 - When placed in the ON position, the crossfader curve is flipped horizontally. This is sometimes referred to as a “Hamster Switch.”
- **Tempo Slide Range**
 - Sets the maximum range of the tempo slider.

- **Pitch Bend Depth**
- Sets the depth of pitch bend.

CONTROL (2)



Volume Knob Sensitivity

Adjusts the sensitivity of the VOLUME knob rotation.

Reset EQ on Load

The settings of the equalizer (sliders and/or LINK switches) can be reset every time a file is loaded. The options are as follows:

- Keep: Resets none of the EQ levels
- Reset Sliders: Resets only the sliders and keeps the LINK switches
- Reset All: Resets the sliders and resets the LINK switches

Reset Tempo on Load

The settings of the tempo controllers (i.e., tempo slider and/or PITCH LOCK switch) can be reset every time a file is loaded. The options are as follows:

- Keep for Each File: Preserves the tempo setting for each file and restores them when the file is loaded again. Please note: While in AutoDJ mode, the settings are restored but not newly preserved.)
- Keep: Resets none
- Reset slider: Resets only the tempo slider and keeps the PITCH LOCK switch
- Reset all: Resets tempo slider and resets the PITCH LOCK switch

Reset Gain on Load

Selects the method of how the initial gain value is set when a file is loaded to the turntable. The options are as follows:

- Keep for Each File: Loads the saved gain value if the level was previously saved. Otherwise, the gain level is reset to 0 dB.

- **Reset:** Resets the gain value to 0 dB. In the case that another value was saved before, the new value is loaded when you touch the LOAD button.

CONTROL (3)



Switch Loop Range

Sets the operation to switch the loop range.

Slip Mode for BREAK

When this is set to the ON position, the turntable starts to turn at the original speed right after the break and starts to play when the touch is released. Then, it returns to the original playback position.

Sync Beat Sequencer to Music

When this is set to the ON position, the Beat Sequencer is synchronized to the beat positions of the music on the turntable in addition to synchronizing the BPM.

Delay FX Time

Selects the unit of the adjustment of delay time for the delay effect from beat (dependent on the BPM) or msec (absolute value). Rotating the FX LEVEL knob changes delay time as follows:

(BEAT)	3/32	1/16	3/16	1/8	3/8	1/4	3/4	1
(MSEC)	6 - 700							

CONTROL (4)



Resume Last Session on Boot

The files or any other audio source(s) loaded to the Digital Turntables at the time of shutdown can be reloaded on boot. The options are as follows:

- OFF: Reloads none
- Load: Reloads the source loaded at the time of the shutdown
- Load and play: Reloads the source loaded at the time of the shut down and starts playing (as if it was being played all along)

Dot Counter in Browser Represents

Selects the indication of the white dots in the file browser screen. The options are as follows:

- Play Count: Represents the play count of the file up. The maximum count is four (4) times.
- Recently Played: Represents the time that has passed since the file was played the last time. As more time passes after playing a track, the number of corresponding dots decreases.

Remember History

When this is set to the ON position, file properties are added into the History list when a file is played on the turntable. At the same time, the date of when the track was last played as well as the play count are updated in the File Properties window. In the case that a file is played multiple times in a row, the second and subsequent plays are not reflected in the history.

DEVICE Tab

DEVICE (1)



Microphone Type

Selects the type of device to connect to the MIC terminal. The options are as follows:

- Condenser: Use a condenser microphone (needs power)
- Dynamic: Use a dynamic microphone (does not need power)
- Line: Use line level input or pre-amped microphone

Line-In Amp Volume

Adjusts the Line-in volume which is applied to the input from the Line-In terminal. In addition, when "Line" is selected as "Microphone type," this volume is applied also to the input from the MIC terminal.

Send Main Sound to HP

When this is set to the ON position, the sound output of the LINE-OUT is sent to the headphone jack as well. Please note: Pressing the VOLUME knob (i.e., Track-B Volume knob) to control the headphone volume level is disabled.

Beat LED

Enables or disables the Beat LED

DEVICE (2)



Backlight Brightness

Changes backlight brightness.

Backlight Off Timer

Sets a time for backlight off when there is no operation.

Wake Up/Shutdown on USB Power

When this is set to the ON position, the GO-DJ is awake if there is a USB power activation. Otherwise, the GO-DJ automatically shuts down.

Auto Power Off Timer

Sets a time range to shut the power off when there is no active operation of the GO-DJ.

REC Tab



The GO-DJ can record sound that is outputted to the LINE OUT (i.e., master mix). The file is saved in .WAV format. The recorded file is stored in the “GO-DJ Rec” folder.

Recording

When this is set to the ON position, the GO-DJ starts recording. If no output signal is produced (i.e., sound is mute), then the GO-DJ waits until the first audio signal comes before initializing the digital recording function.

Available Recording Time

Shows how long you can record.

Current Recording Time

Shows elapsed time since the digital recording function was initialized.

Please note: Even if you turn ON the "Recording" switch, it does not start to record audio during silence. The recording will begin when the first sound is detected.

AutoDJ Tab



The GO-DJ is equipped with the AutoDJ function. It plays music continuously without any active operation by a user.

When the AutoDJ is turned on, the folder in which you selected the last music becomes the target folder of the AutoDJ. For a slave track, also known as the paused track, you can select the next music file, which will then be reserved to play next. If you press the PLAY button of the slave track when it is blinking slowly, you can immediately switch and mix (depending on the “Mix Style” setting) to the next music.

Please note: Though all the functions are valid while the AutoDJ is active, your file selection might be intercepted by the AutoDJ. The AutoDJ controls both Track-A and Track-B, so please put the crossfader at center or set the crossfader curve to OFF. Otherwise, you might hear only one track (i.e., Track-A only or Track-B only) or no sound at all.

AutoDJ

If this is set to the ON position, the AutoDJ starts. The mixing style of the AutoDJ follows the settings below.

Playing Order

Selects the order in which the files are played from the target directory. The options are as follows:

- **Sorted:** In alphabetical order based on the file name. In the case that the target directory is a playlist, the tracks will be played in the order defined by the playlist.
- **BPM:** In the order based on the BPM. A track with a BPM rate closest to the currently playing track will be loaded and played.

Transition Timing

Selects when to start the mix and transition to the next song.

Mix Style

There are three mixing styles. The options are as follows:

- None: No automatic crossfading. No automatic beat matching. No transition effects. The tracks will just be played back to back.
- Simple: Automatic crossfading on. Beat matching on (if BPM is close enough). No transition effects.
- Advanced: Automatic crossfading on. Beat matching on (if BPM is close enough). Transition effects on. Transition effects include such effects as the automatic backspin on the Digital Turntable.

SYSTEM Tab



System (1)

Date/Time

Sets date and time.

USB Storage Mode

When this is set to the ON position, the GO-DJ enters into USB Storage Mode and starts to wait for the USB connection to a computer.

Please note: All DJ and production-related functions are disabled when in the USB Storage Mode.

SYSTEM (2)



Firmware Version

Shows the currently installed firmware version.

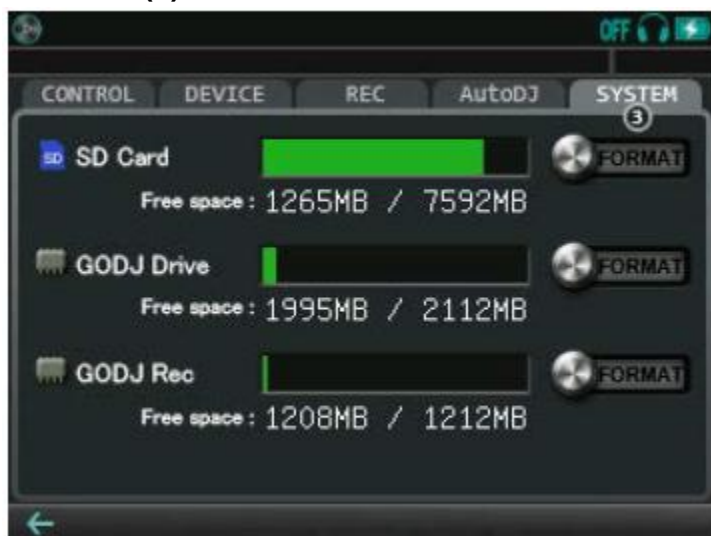
In SD/In Internal Drive

When the firmware update file is uploaded to and exists in the SD card or the internal drive, the firmware version is displayed. In the case that it differs from the currently installed version, the UPDATE switch appears on the right. If you slide the UPDATE switch, the firmware is updated.

Reset All Options to Default

All the settings in the option screen are initialized and set to the default settings.

SYSTEM (3)



You can check the storage capacity and the size of free space of each storage medium. If you slide the switch on the right side of a selected bar, you can format the storage. However, in the following cases, formatting is not available:

- While recording
- While playing music on either track
- While deleting or copying a file on either screen

When formatting, please note the following:

- If you format a storage medium, all data (including those not displayed on the GO-DJ) are discarded.
- In the case of formatting an SD card, the volume label of the SD card is also deleted.

Please note: The values and settings which are stored in the database such as BPM and hot-cue points of each file are not cleared even after formatting storage media. You can selectively delete these data from the reset menu in the file browser screen. If you want to delete all the data in the database, use the firmware recovery menu.

Firmware

Firmware Update

You can update the firmware for the GO-DJ by following these directions:

- Download the latest firmware from the GO-DJ official WEB site (www.monsterGO-DJ.com).
- Connect the GO-DJ to a computer using the USB cable.
- Place the firmware update file on the internal drive (GO-DJ Drive) or SD card.
- Disconnect the GO-DJ from the computer.
- From the SYSTEM menu, slide the UPDATE switch.

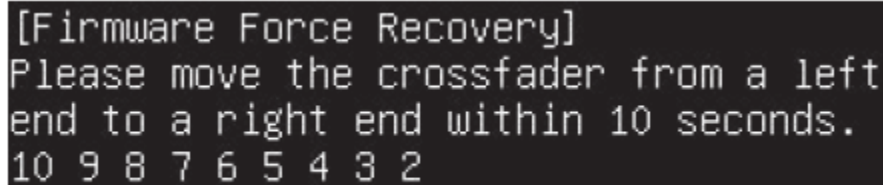
Mandatory Firmware Update

If it is impossible to update the firmware from the SYSTEM menu, please run a mandatory firmware update using the Firmware Recovery Menu. The Recovery Menu starts when corruption of a firmware file is detected, and you can also manually start it by following the steps below:

Preparation for Mandatory Firmware Update

- Download the latest firmware from the GO-DJ official WEB site (www.monsterGODJ.com).
- Place the file to an SD card using an SD card writer.
- Insert the SD card to the SD card slot of the GO-DJ.

Starting the Recovery Menu

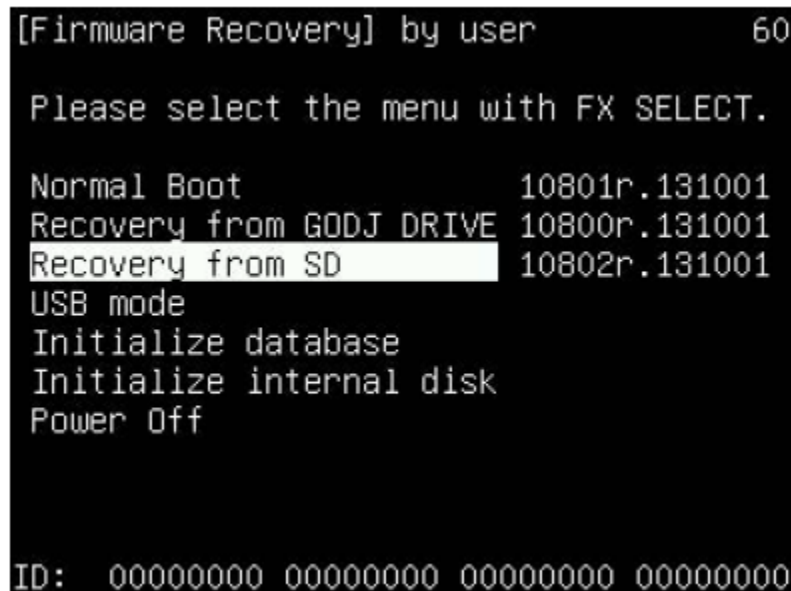


```
[Firmware Force Recovery]
Please move the crossfader from a left
end to a right end within 10 seconds.
10 9 8 7 6 5 4 3 2
```

- Remove the USB cable if connected.
- Press the RESET button located at the back side of the GO-DJ using a pointed object such as pen.
- Hold VOLUME-A, FX-LEVEL, VOLUME-B knobs down together and turn the GO-DJ on simultaneously.
- When a firmware update screen shows, move the crossfader from the left to the right. If the crossfader is not moved correctly from the left to the right within 10 seconds, the GO-DJ will attempt to boot normally.

Please note: In the case that the Recovery Menu Screen does not show up, please repeat the directions starting with the pressing of the RESET button.

Firmware Recovery Menu



In the recovery menu screen, you can rotate the FX SELECT knob to select a menu item.

You can press the FX SELECT knob to execute the selected menu command.

For a Mandatory Firmware Update with an SD card, select and execute the "Recovery from SD" command. If the firmware in the SD card is properly installed, then the GO-DJ will reboot.

The firmware version is shown on the right side of the menu item.

The other menu item functions include the following:

- Normal boot: Boots normally with the firmware currently installed
- Recovery from GO-DJ DRIVE: Reboots after installing the firmware stored in the GO-DJ DRIVE
- USB mode: Starts to wait to be connected with a computer as well as USB Storage Mode in the Options screen
- Initialize Database: Deletes the preserved data and settings
- Initialize Internal Disk: Deletes all files in the internal drive and resets to factory default
- Power Off: Shuts down the GO-DJ

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